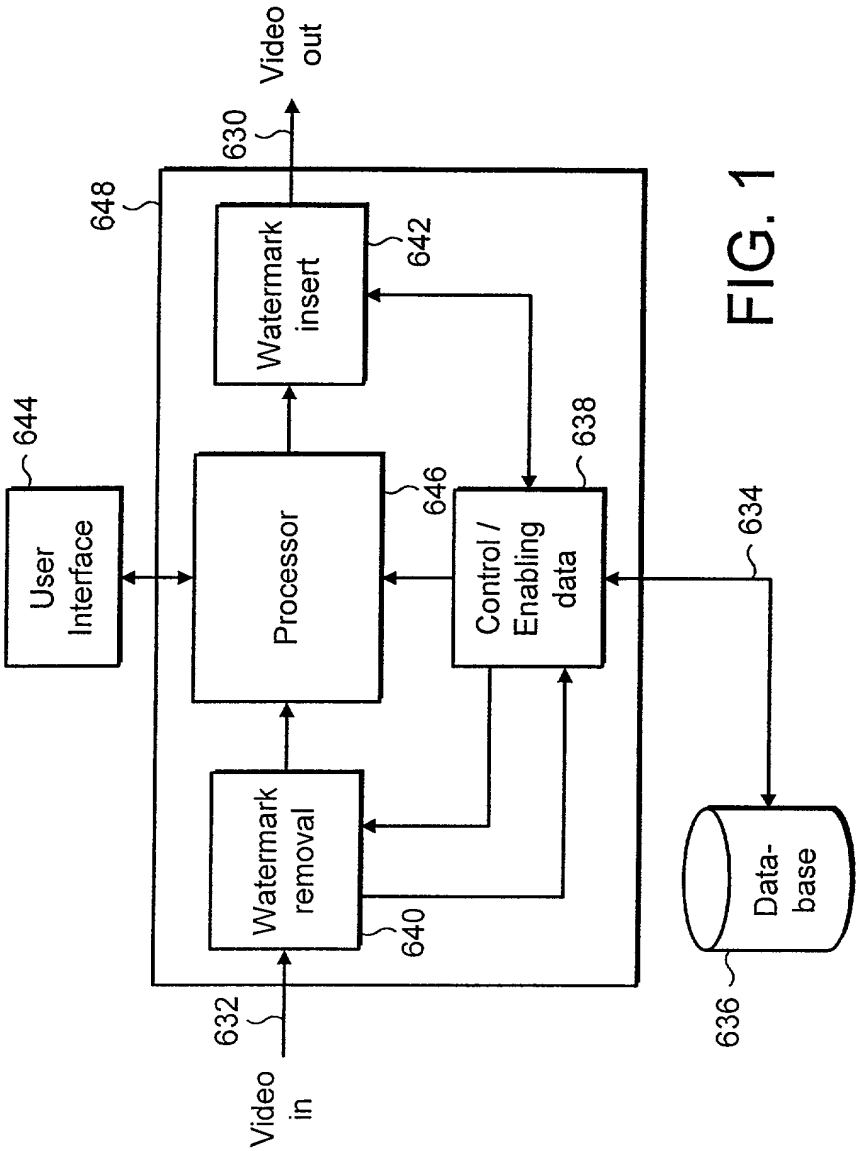
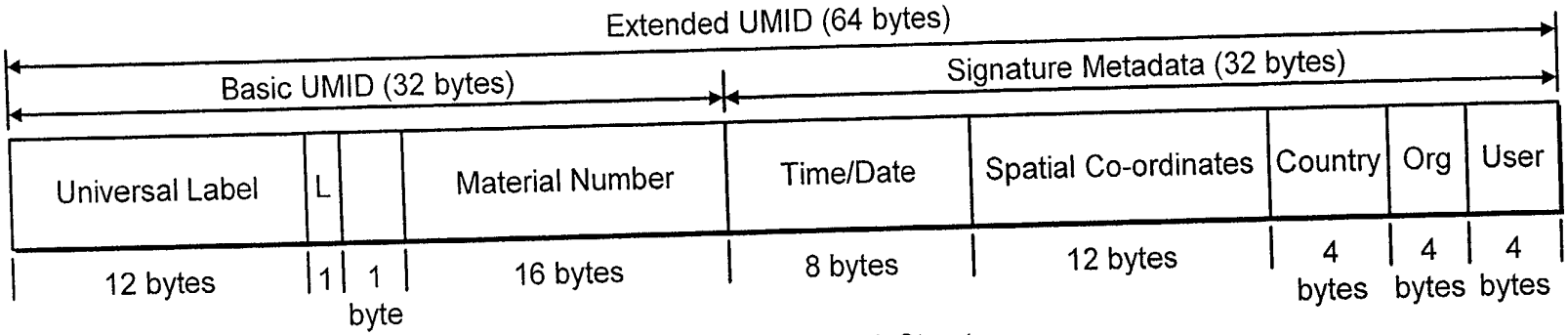

Video in
632
Video out
630
648
644
User Interface
Processor
646
Watermark removal
640
Watermark insert
642
Control / Enabling data
638
634
Data-base
636

FIG. 1

Target Technology



Basic and Extended UMID Structures

FIG. 2

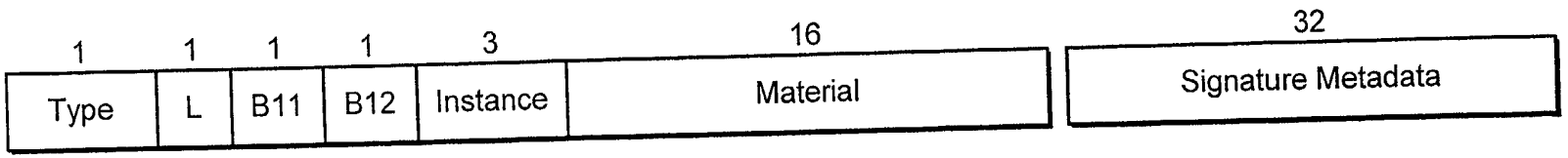


FIG. 3

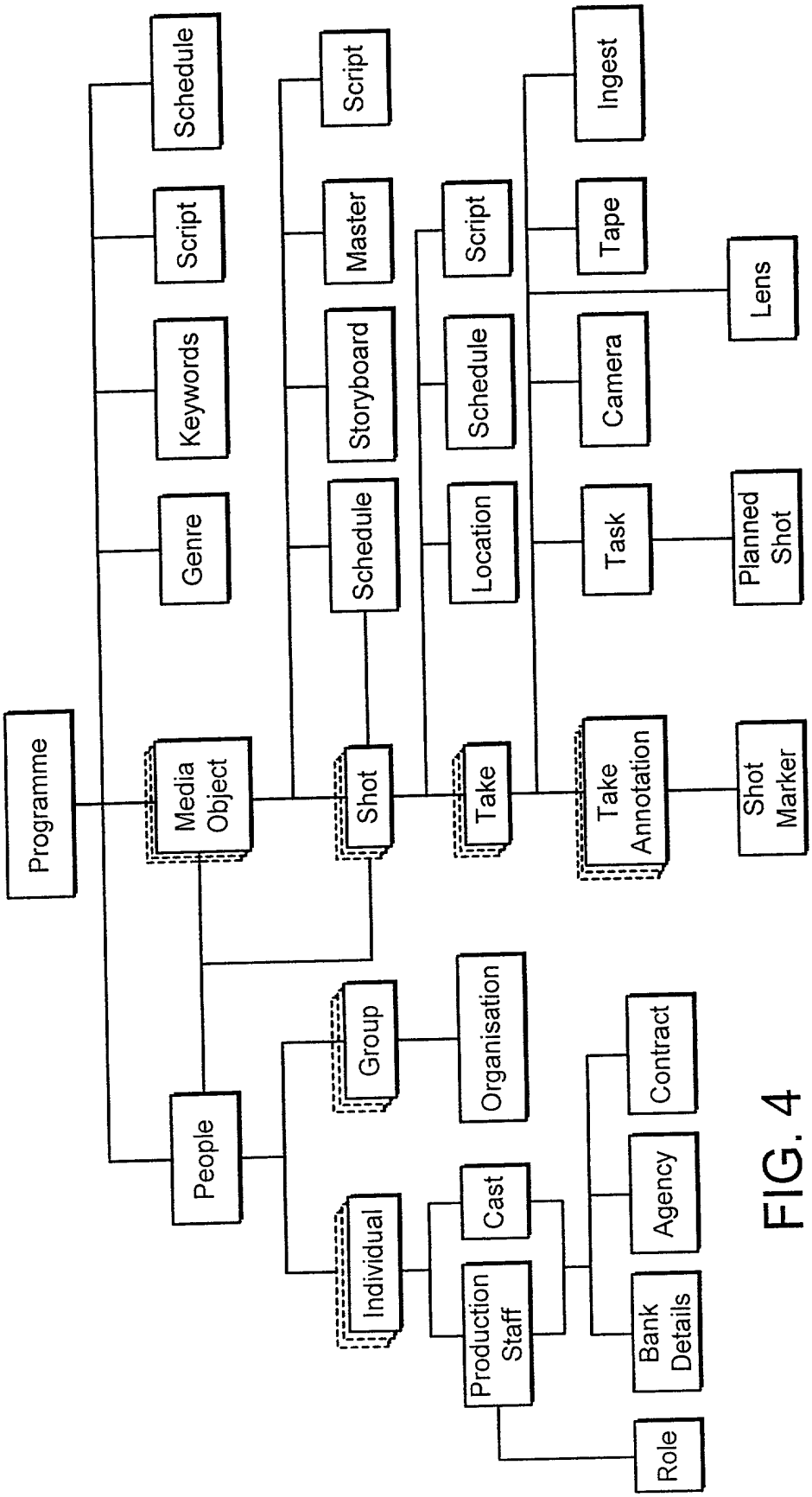

Programme
Media Object
Schedule
Script
Keywords
Genre
Script
Master
Storyboard
Schedule
Shot
Script
Schedule
Location
Take
Ingest
Tape
Camera
Lens
Task
Planned Shot
Take Annotation
Shot Marker
People
Group
Organisation
Individual
Cast
Production Staff
Role
Contract
Agency
Bank Details

FIG. 4

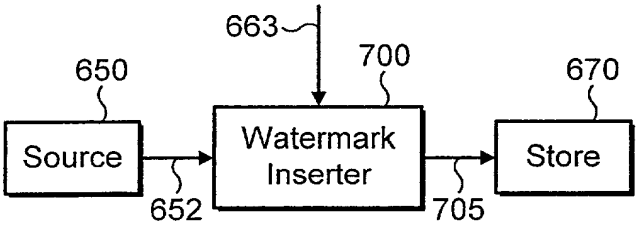


FIG. 5

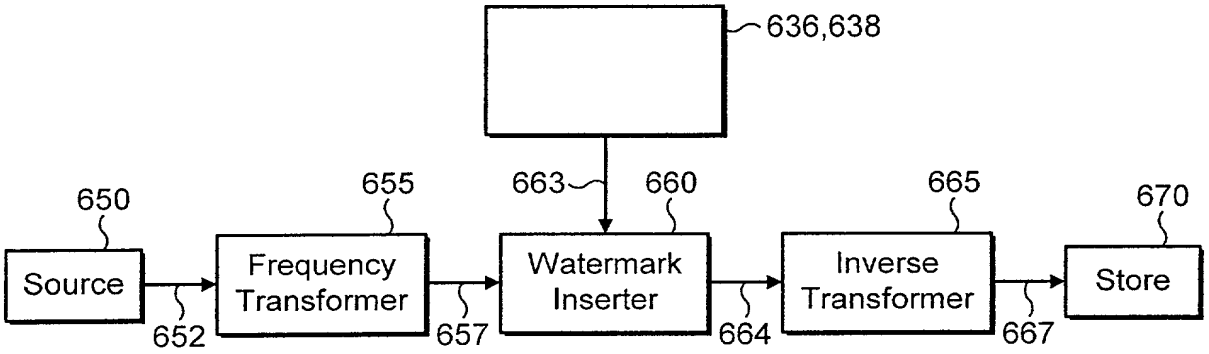


FIG. 6

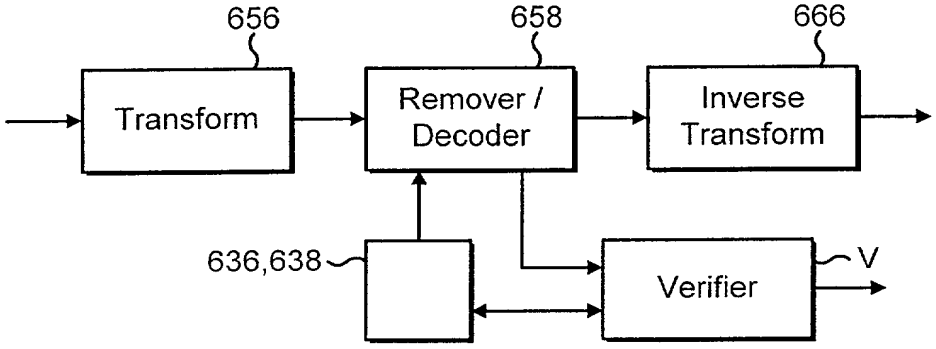


FIG. 7